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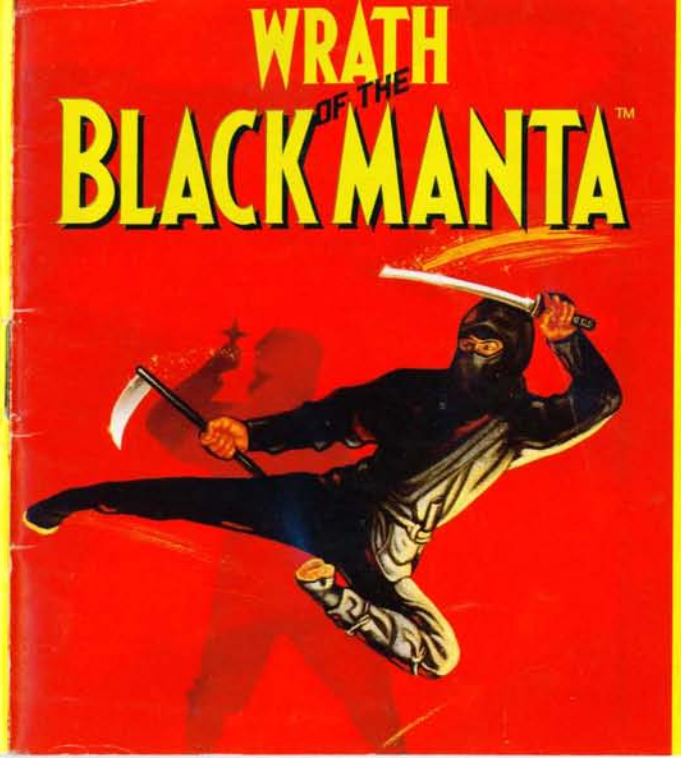
WRATH OF THE BLACK MANTA™



NES-WK-USA★

HOW TO PLAY

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CARE OF YOUR GAME

- Always make sure the power is off when inserting or removing the game pak from your computer.
- This is a high precision game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to dismantle it.
- Do not touch the terminal connectors or get them wet or the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads.
- Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

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THANK YOU

for buying **Wrath of the Black Manta** from Taito!
This hit is now yours to enjoy at home! For the most fun, read this instruction manual thoroughly before you begin your mission!

THE STORY 2
HOW TO OPERATE 3
PLAYER STATUS & SCORING 5
REGULAR WEAPONS 6
NINPO ARTS 7
GAME LEVELS 11
SPECIAL CHARACTERS 16
SPECIAL ITEMS 17
CONTINUE OPTION 18
HINTS AND TIPS 19
COMPLIANCE WITH FCC REGULATIONS 20
WARRANTY 21

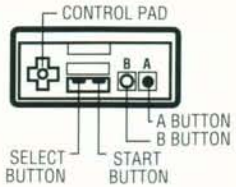
THE STORY

Crime and kidnapping grips New York City. A lone figure leaps from the shadows and grabs an unsuspecting informant from **DRAT** (**D**rug **R**unners **A**nd **T**errorists). Stricken with fear, the poor fool stares into a pair of cold blue eyes.This mysterious hero is no ordinary crime fighter. His name sends cold shivers up the meanest criminal's spine. Criminals beware - **BLACK MANTA** is on your tail.

WRATH OF THE BLACK MANTA consists of five levels. Each level is completed when the player defeats the criminals and their leaders. You must defeat the drug lord and rescue his prisoner to win the game.

HOW TO OPERATE

Controller



"A" Button	Jump Up.
"B" Button	Throw Dart/Use Knife

Start Button - Press the **START** button to begin the game.

Pause Function - Press the **START** button to pause the game
- Press the **START** button to resume play.

Select Button - Press the **SELECT** button during game play to display the **NINPO ARTS** screen.

Conversation Mode:

Press the **"A"** button to see the next conversation scene.
Press the **"B"** button sto stop a conversation.
Press the **"B"** button to stop reading a letter.

HOW TO OPERATE (continued)

BLACK MANTA MOVEMENTS

Up Arrow Key	Open Door.
Down Arrow Key	Crouch down.
Left Arrow Key	Move left.
Right Arrow Key	Move right.

SPECIAL MOVEMENTS

Down Arrow + "A" Button	Jump down.
Left Arrow + "A" Button	Somersault left.
Right Arrow + "A" Button	Somersault right.

PLAYER STATUS & SCORING

The player's current score and status are displayed below the game screen:

- Number of lives.
- Player score.
- **POW** indicator.
- Current strength.

REGULAR WEAPONS

Black Manta has two types of **regular** weapons:

Darts	Thrown from a distance.
Short Sword	Always used at close range.

Press the "**B**" button once on Controller One to use these weapons.
Press the "**B**" button repeatedly to perform multiple attacks.

NINPO ARTS

Ninpo Arts are divided into four groups:

GROUP "A" ARTS

Art of the Fire Bomb	Fire falls from the sky diagonally.
Art of Lightning	Lightning bolts strike enemy characters.
Art of the Shadow	A second Black Manta appears.

GROUP "B" ARTS

Art of the Fire Ring	A circle of fire surrounds Black Manta.
Art of Invisibility	Black Manta temporarily disappears.

GROUP "C" ARTS

Art of Ground Fire	Fireballs home in on enemy characters.
Art of the Spider	Black Manta travels underground.

GROUP "D" ARTS

Art of Fire Rain	Falling fire paralyzes enemy characters.
Art of Missiles	Black Manta hurls fire missiles across the screen.
Art of Teleportation	Black Manta can teleport anywhere on the screen.

NINPO ARTS (continued)

These highly specialized fighting techniques are earned by Black Manta when he successfully completes a level. These arts are extremely useful for defeating enemy characters and avoiding detection.

All Ninpo Arts that Black Manta can use are displayed on the Ninpo Arts Screen. This screen always appears at the beginning of a new level. Press the **SELECT** button during game play to bring up the **Ninpo Arts** screen.

NINPO ARTS (continued)

To select a GROUP ART:

Press the **UP/DOWN ARROW** keys.

To select a NINPO ART:

Press the **RIGHT ARROW** key. A small arrow will appear inside the **GROUP ART** menu in the upper right section of the screen.

Press the **UP/DOWN ARROW** keys to move the arrow beside the new art you want to use.

Press the **"A"** button to activate the new Art. It will now appear in the **ACTIVE NINPO** menu in the lower right section of the screen.

Press the **LEFT ARROW** key to exit the **GROUP ART** menu.

Press the **START** button to resume play.

NINPO ARTS (continued)

To use a NINPO ART:

Hold down the "**B**" button on Controller One until the **POW** indicator reaches maximum force.

Hold down one of these **ARROW** keys and release the "**B**" button to execute the Ninpo Art:

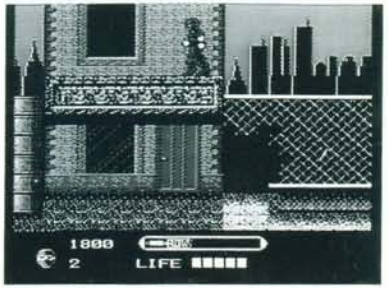
GROUP "A" ARTS	(Release the '**B**' button)
GROUP "B" ARTS	(Press LEFT/RIGHT ARROW and release '**B**' button)
GROUP "C" ARTS	(Press DOWN arrow and release '**B**' button)
GROUP "D" ARTS	(Press UP ARROW and release '**B**' button)

GAME LEVELS

INTERNATIONAL INTRIGUE AROUND THE WORLD!

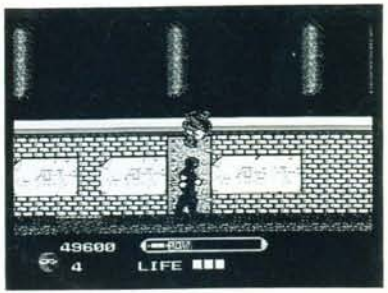
LEVEL ONE: New York City

Black Manta receives a telephone call in the middle of the night from his aging Master. What's going on? The city streets and underground sewers hold kidnapped kids and terrible whispers of an international conspiracy. Just who is Tiny anyway?



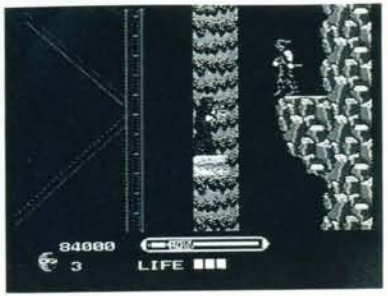
LEVEL TWO: Tokyo, Japan

A shadow of crime casts its gloom over the Land of the Rising Sun. Black Manta enters Tokyo, only to find more kids being held prisoner by evil henchmen and Ninja. Is four to one really fair?



LEVEL THREE: Rio De Janiero, South America

Welcome to lifestyles of the slick and infamous! A large private yacht lies at anchor. Who is the owner? What's inside those warehouses he owns? An ancient Voodoo temple holds the identity of this mysterious figure! But will Black Manta live to learn the awful truth?

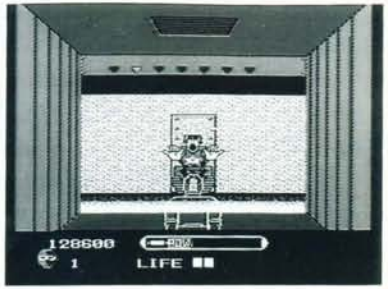


LEVEL FOUR: New York City

Black Manta returns to New York, hot on the trail of this mystery man. One thing is certain: Mr. X doesn't like nosy crime fighters! The chase goes on through warehouses and underground tunnels. Can armed guards and iron balls hold back Black Manta?

LEVEL FIVE: DRAT Headquarters

A deserted gray warehouse is actually a worldwide center of operations! Assassins wait behind every elevator door, and an army of mercenaries patrol the halls. The mystery man waits for Black Manta in his penthouse suite. Little does our hero know that this villain has one card left to play!



SPECIAL CHARACTERS

Informants

This pack of crooks are the eyes and ears of **DRAT**. Grab them quickly, maybe you'll learn something useful. Look for their reddish brown uniforms.

Kidnapped Kids

What does **DRAT** want with these innocent youngsters? It's up to Black Manta to rescue them. Who knows? They might have some important information! Be careful. They're hidden in heavily guarded rooms.

SPECIAL ITEMS

LETTER

Contains valuable clues.

POW SYMBOL

Makes the **POW** indicator more powerful.

LIFE SYMBOL

Gives Black Manta maximum strength.

EXTRA LIVES

An extra life is awarded at 5,000, 10,000, and 15,000 points.

CONTINUE OPTION

A player can choose to end the current game or continue it after losing all his lives. The **CONTINUE** screen appears after the **GAME OVER** screen.

To continue the current game:

Press the **SELECT** button to choose the **CONTINUE** option.
Press the **START** button to continue the current game.

To end the current game:

Press the **START** button when the **CONTINUE** screen appears.

A player can continue the current game four (4) times.

HINTS AND TIPS

- Don't eliminate informants!
- Rescue every kidnapped kid you find!
- Read every letter for a valuable clue!
- Hidden levels hold many secrets.
- Only **four different** Ninpo Arts can defeat the mysterious villain!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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